GAME PAK INSTRUCTIONS

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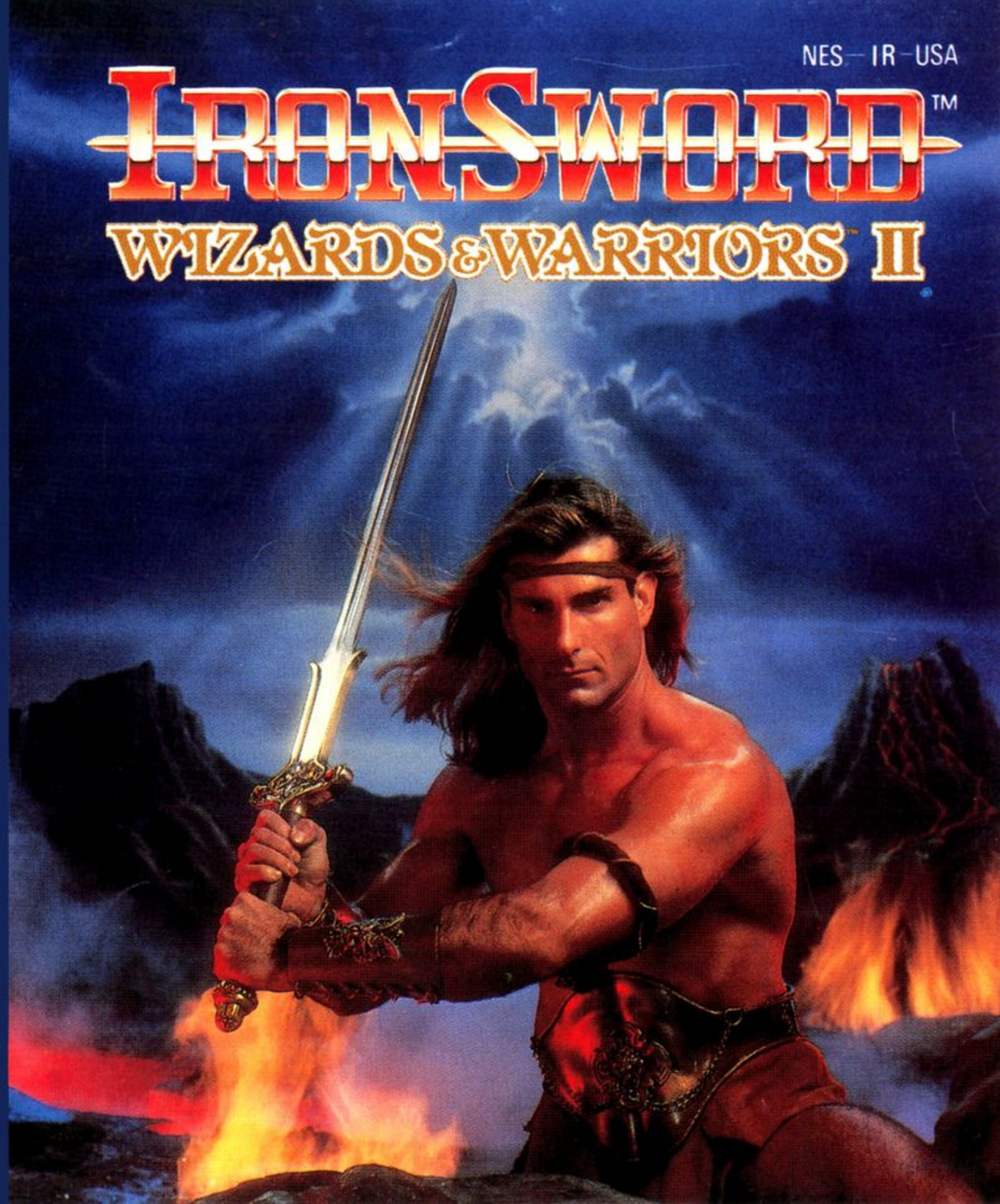
Nintendo ENTERTAINMENT SYSTEM

Acclaim entertainment inc

NES-IR-USA

IRONSWORD™

WIZARDS & WARRIORS™ II



Your fame in fighting the evil Wizard Malkil has spread far and near. You may recall that Malkil was once the greatest Wizard of all. So great, that even Merlin called him teacher. But he went mad with age. And turned his powerful magic to the dark side.

Now Malkil is trying to bring the Land of Sindarin under his treacherous rule. This time he's overtaken the four Elementals of nature: Wind, Water, Fire, and Earth.

You are Kuros, the greatest warrior of all. The only warrior capable of defeating Malkil and taking on the greatest forces on earth. So come forward, Kuros.

The adventure of your lifetime is about to commence!

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, relaibility and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatability with your Nintentdo Entertainment System.®

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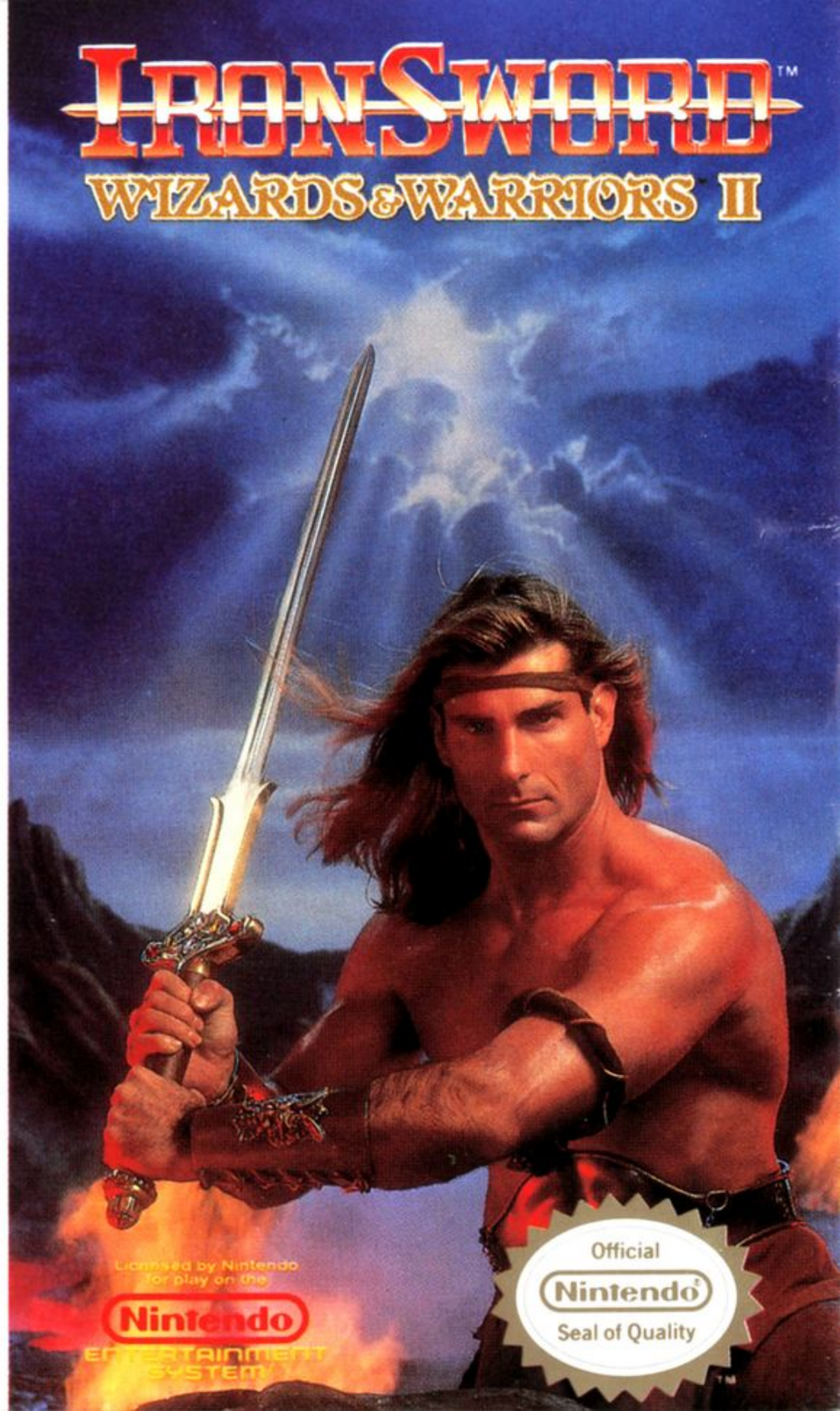


Preparing for Your Quest

1. Make sure the power switch is OFF.

2. Insert the IronSword™ cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.

3. Turn the power switch ON.

TO START: Push the START button on Player 1's control pad.

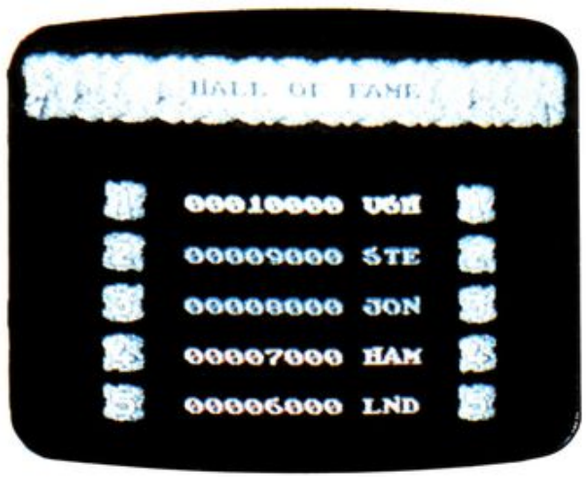
The Screens Before You

If you wait a few seconds before pressing the START button, you will see the **IronSword Hall of Fame**. It is here that the scores of the greatest warriors that have ever entered the Land of Sindarin are recorded. Once you turn your system off, these scores disappear, giving you a whole new chance at getting your name in the IronSword Hall of Fame the next time you turn it on.

You will then be told the story behind the IronSword legend. You will learn what the evil Wizard Malkil has done to discourage you from helping

those in the Land of Sindarin. And what you must do to finally defeat him. Forever.

If you're just starting, press the START button *twice*. If you have



already played before, press the START button *once*, and you will be given a chance to enter your secret code and begin the game at the level you last left off.

To Obtain your Secret Code:

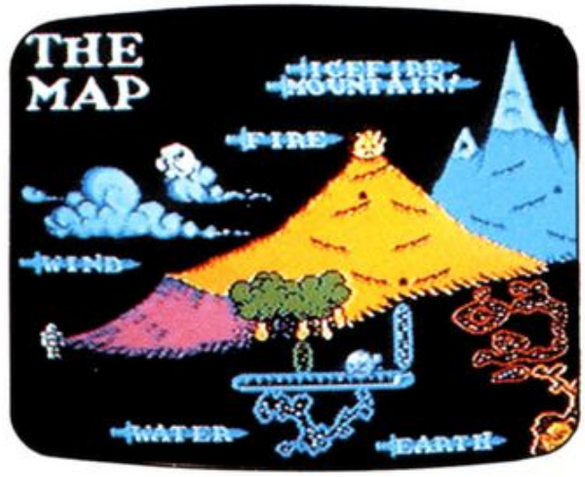
Before your game ends, you have the option of obtaining a secret code. It can be used when you play again at a later time to bring you to the beginning of the level that you received your secret code in.

Press the SELECT button and the **Magic Spell Screen** will appear. You will see a series of ten letters on the bottom of the screen.

Copy these down. Then, to begin at that level when you play at a later time, correctly enter your code at the start of the game.

To Enter your Secret Code:

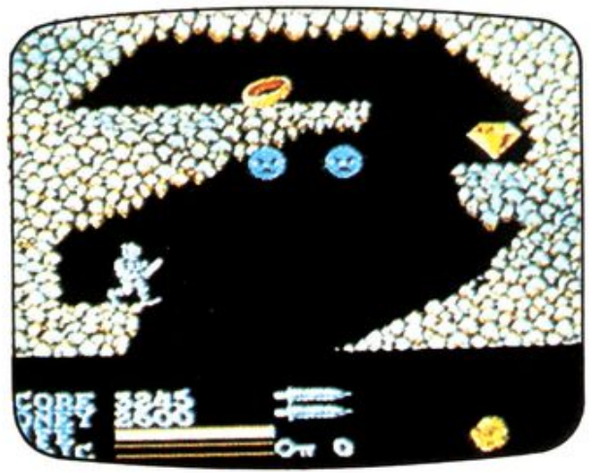
Using the CONTROL PAD ARROWS, move the circular highlighter to the desired code letter, then press the A button. Continue this way until all ten letters of the secret code have been entered. You will then be magically transferred to the beginning of the level you have entered the code for.



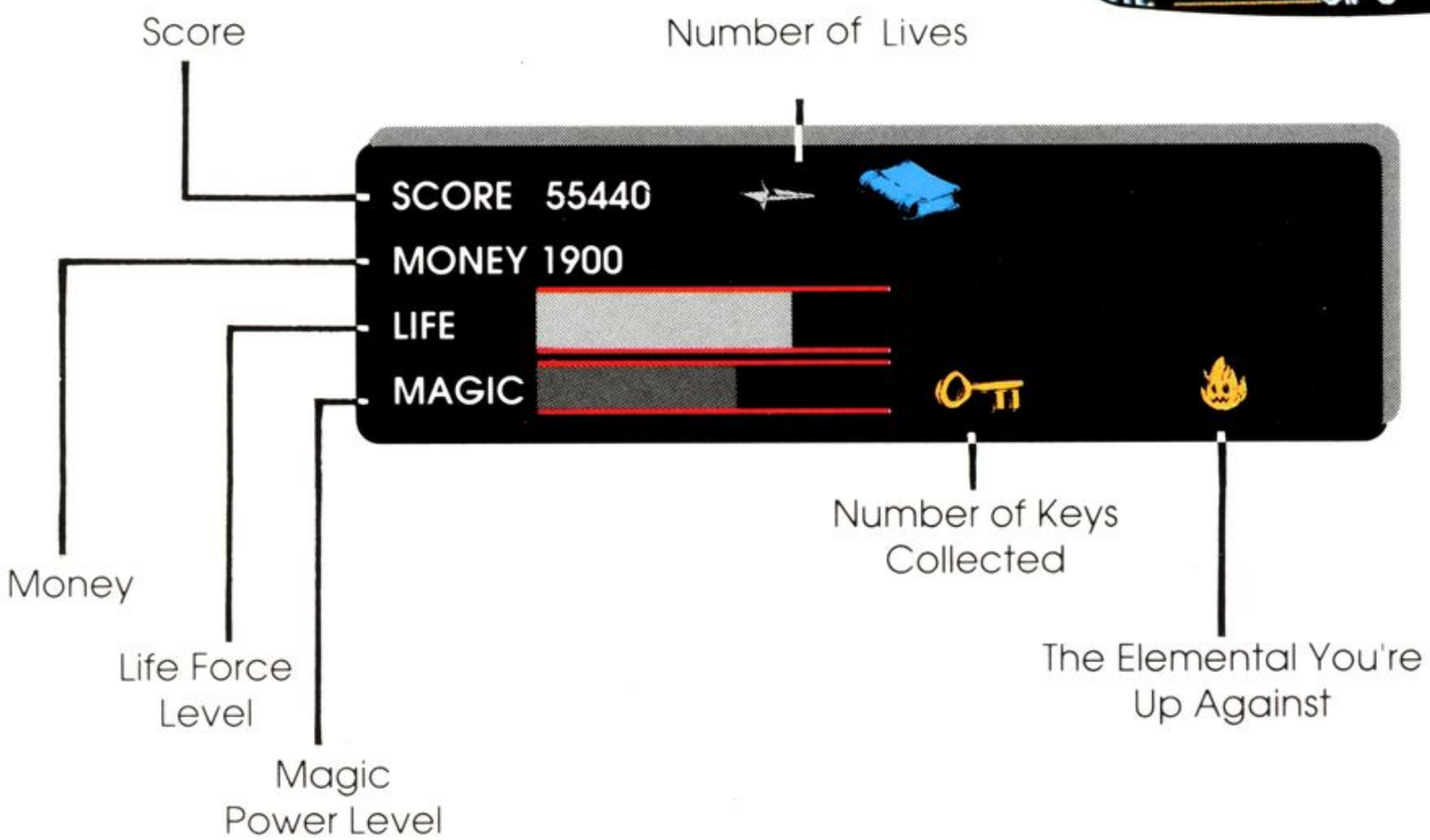
The Map Screen

At the start of each game, you'll see a map of the Land of Sindarin. It will also appear at the beginning of each level. Study it quickly to see where you are and how much of your journey still remains. It will only be upon the screen for a few seconds.

The Playing Screen



The screen will then change to the playing area. Across the bottom, you will always see the following information:



The Further Adventures of Kuros

You've defeated the evil Wizard Malkil before. So you can defeat him again. Or can you?

This time he has summoned the very forces of Nature against you. He's taken the form of the four Elementals: Wind, Water, Fire and Earth.

And though your fighting abilities are the finest in the land, it will take more — much more — to go against these all-powerful Elementals.

You must search everywhere for the food, items, and spells that are your only hope for victory.

Leave no stone unturned. No door or chest unopened. No cavern unexplored.Gather or purchase the keys that open the sealed chests. Do whatever it takes to harbor magic spells and powers. And collect all the gold and precious treasures you can find — because there may be times when you have to *buy* your strength.

Within each of the four domains — that of Wind, Water, Fire, and Earth — you will be able to call on the assistance of an Animal King. But only if you can bestow upon him the golden object which he so desperately seeks.

Finally — at the end of each domain — you must battle the Elemental itself. It won't be easy. And if you don't first obtain the magic that each Elemental fears the most, it will be impossible.

But if you do find the right magic for the job, and you defeat the Elemental, you will be given a piece of the shattered IronSword. When all four Elementals have been defeated, you will hold the completely restored IronSword — the only weapon powerful enough to defeat the wicked Malkil.

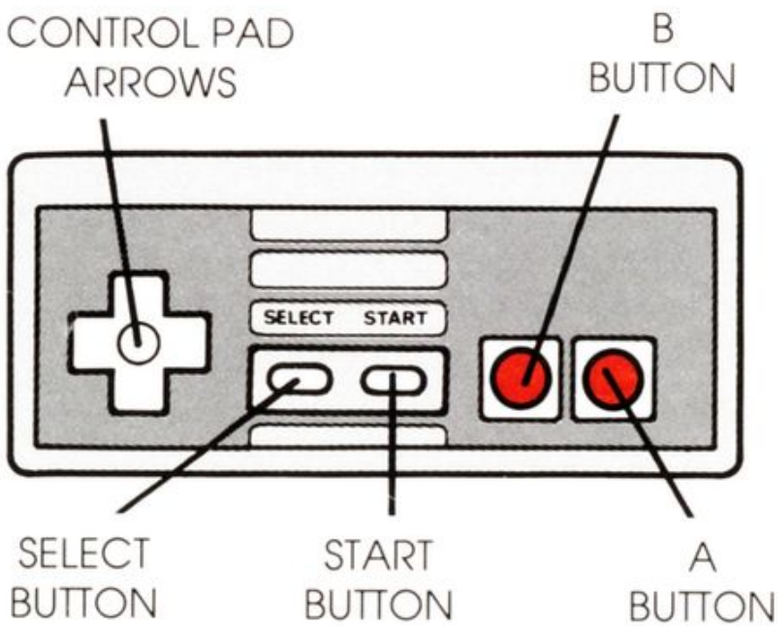
But, as it is with any battle against the evil Wizard, almost everything you encounter will be under his spell. Which means his minions are bent on carrying out only one task: stopping you.

And as it is in any kingdom controlled by the power of magic, things aren't always as they appear. The way up may be to go down. The path to the West may lead off to the East. And hidden passages may lead you to places where "direction" has no meaning.

So be off, Kuros. You are the ultimate warrior. And this is the ultimate war...

The Controller

The illustration below shows you your control points. Throughout this instruction book we will refer to these controls by the names indicated here.



TO MOVE RIGHT OR LEFT — Press the CONTROL PAD ARROWS RIGHT or LEFT.

TO CROUCH — Press the CONTROL PAD ARROW DOWN.

TO JUMP — Press the A button.

TO JUMP IN A CERTAIN DIRECTION — Press the A button while simultaneously pressing the CONTROL PAD ARROW in the desired direction.

TO USE YOUR SWORD OR USE OTHER WEAPONS — press the B button.

TO MAKE A SELECTION — (*When choosing a spell, an item to buy, or bonus chance*). Press the CONTROL PAD ARROWS until the desired item is highlighted. Then press the A button.

TO USE A MAGIC SPELL— Press the SELECT button. The **Magic Spell Screen** will appear. Then press the CONTROL PAD ARROWS to select a spell or to select QUIT. Selecting QUIT will return you to the game screen. Press the A button to make your selection. (See ***The Magic Spells***, page 15).

NOTE: To use magic, you must be in possession of it.

TO PAUSE — Press the START button.

TO RESTART — Press the START button again.

TO CONTINUE — Press any button within 10 seconds of loosing all of your Life Force.

WARNING: Be careful, warrior, you can only "continue" your journey two times until you reach the end of the Earth level. Once you leave the Earth level, you can no longer rely on the continue feature.

Quick Start Overview

If you don't want to waste precious time before battling Malkil, you may wish to enter the Land of Sindarin immediately. Read this quick overview to understand the basics, then return to the instruction book later for the fine points of the game.

OVERALL OBJECTIVE: To reconstruct the shattered remnants of the legendary IronSword and use it to defeat the evil Wizard Malkil in a final confrontation atop the mystical IceFire Mountain.

Malkil has taken on the guise of the four Elementals: Wind, Water, Fire, and Earth. Each time you defeat an Elemental, you'll be rewarded with a segment of the legendary IronSword. Remember, you must follow the Seven Noble Steps to conquer an Elemental.

SEVEN NOBLE STEPS TO COMPLETING EACH LEVEL:

1) Collect or buy several keys.

2) Unlock chests to find magic spells.

3) Find the golden object for that level.

4) Give the golden object to the Animal King in that level.

5) Go on to the second section of that level and find the magic that gives your weapon the power to fight the Elemental.

6) Defeat the Elemental with the magic weapon.

7) Receive one part of the shattered IronSword.

SECONDARY OBJECTIVES:

Increase your Score — by fighting the Wizard's evil henchmen.

Increase your Money Supply — by collecting jewels, treasures and coins. Or by winning at Bonus Chance.

Keep your Life Force up — by eating and drinking.

Increase your Magic Powers — by collecting magic bubbles.

MAKE SURE TO COLLECT:

Food and Drink
Magic Spells
Magic Weapons
Golden Objects
Keys
Jewels
Coins

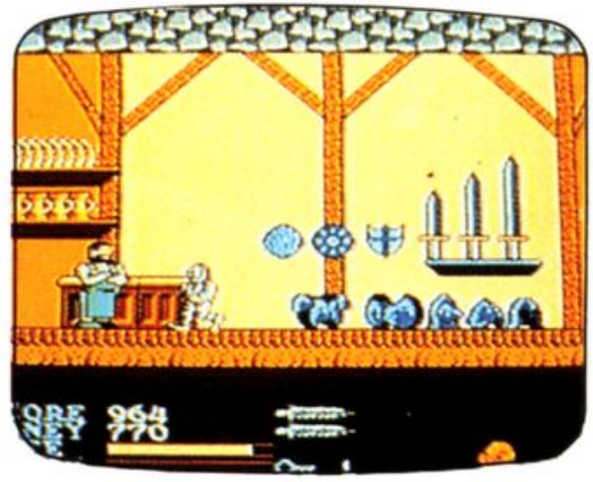
At the Inn

You'll know where you are the minute you enter an Inn. There will be armor against the walls. Plates and cups on the shelves. And a friendly innkeeper ready to help you — *unless you come in empty handed!*

Walk up to the innkeeper and choose between the following: BUY • BONUS CHANCE • QUIT

If you choose to buy something, you'll be given a choice of items. To make a selection use the CONTROL PAD ARROWS to highlight your choice. Then press the A button.

You will be able to buy keys, food, special armor or magic spells — if you have the right amount of money.

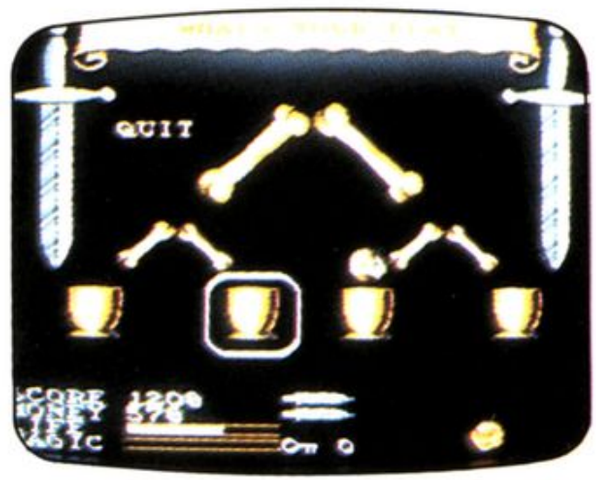


If you choose Bonus Chance, you'll be admitted to a special room. See ***Bonus Chance*** below.

Bonus Chance

There's more than one way to collect coins — some more honorable than others.

You'll need at at least 100 gold coins to play. If you win, you'll add 290 coins to your wealth. If you lose, you'll lose 100 coins. Use the CONTROL PAD ARROWS to pick a cup. Any cup. Then press the A button to see where fate lets the skull fall. When you've had enough, select QUIT and press the A Button. You'll end up back in the Inn.



The Magic Spells

Throughout your travels in the Land of Sindarin, various magic spells will become available to you. Some you must buy. Others can be found inside locked chests. Still others are yours for the taking. Remember, these spells don't last forever.

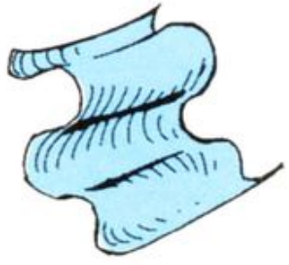
Here is a listing of the spells you may find. Along with some hints as to how you might use them:

The Familiar Spell — Turns bad guys into golden coins. And is helpful in obtaining a certain golden object.

Dragon Tooth Spell — Turns bad guys into tasty food.

Asp Tongue Spell — If you're hungry, cast this spell at an Inn. Surprise!

Veil of Slumber — Makes enemies slow and groggy.



Fleet Foot Spell — Makes you move faster and jump farther. Right? Right! Maybe this will help.

Silver Fleece Spell — Coats you with an invisible shield making you invincible.

Water Spout Spell — Going up? Jump on.

SPELLS TO USE AGAINST THE ELEMENTALS

Each Elemental has one weakness. Your only hope in overcoming an Elemental is to take advantage of that weakness. To do this, you must locate a specific spell within each domain, then use it against the Elemental.

These special spells will help protect you from the Elemental when engaged in battle with him. And, at the same time, they will bring a firey, powerful magic to whatever weapon you're using.

If you obtain one of these spells, your weapon automatically undergoes a magical transformation, giving you the power to take on the Elemental. These spells do not appear in your spells list, and are only used in the level they are obtained in.

Remember, each time you use a spell, your magic is depleted. To increase your magic level, look for MAGIC BUBBLES. They are little gold bubbles that randomly appear and then float away. Touch as many of them as you can.

Below are the spells and the Elementals they work against:

Windbane — Charges your weapon with just the right magic to blow away the Wind Elemental.

Blightwater — Use it to dry up the Water Elemental.

Firesmite — This is what it takes to really burn the Fire Elemental.

Earthscorch — It's the only magic that will let you bury the Earth Elemental.

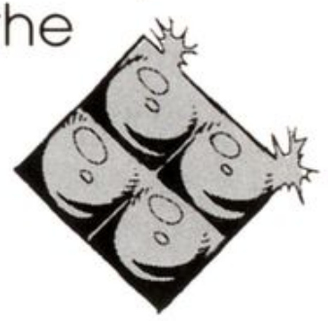
Items of Power and Value

In addition to the Magic Spells, you'll find other items to assist you along the way. You may find them in chests, or you may purchase them at inns and taverns. Some are magic. Some powerful. Others worth their weight in gold. Here is what you'll find:

WEAPONS

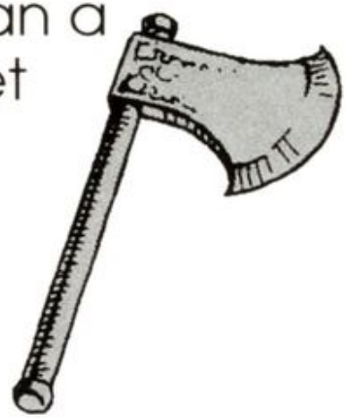
Swords and Diamond Swords — The Swords are powerful enough. But the Diamond Swords are awesome!

Shields and Diamond Shields — These help fend off enemy attack — especially the Diamond Shields.



Helmets and Diamond Helmets — To protect your head, of course. And you're right: the Diamond Helmets are the best.

The Axe — When you want something heavier than a sword. But haven't yet rebuilt the IronSword.



RELICS OF SINDARIN

There are several items, relics from the Land of Sindarin, that are worth valuable points when found. They are:

The Book of Sindarin
10,000 points

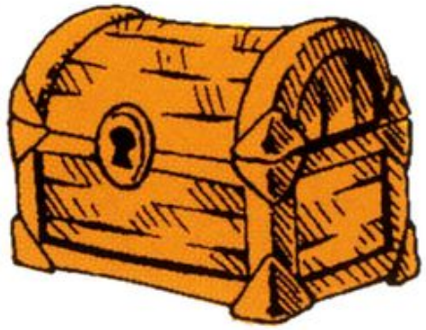
The Cross of Sindarin
20,000 points

The Gauntlet of Sindarin
50,000 points

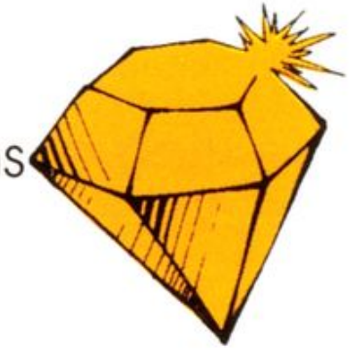
The Ring of Sindarin
100,000 points

MONETARY ITEMS

Chests Full of Treasure — One of your richest sources of money.



Big Gems — worth 200 gold coins



Little Gems -- worth 100 gold coins

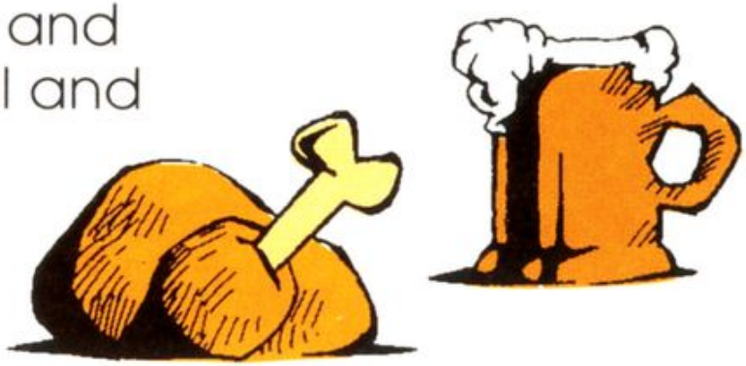
Coins — worth 50 gold coins

OTHER ITEMS

Seven League Boots — It's impossible to reach IceFire Mountain's summit without them.

Keys — Collect as many as you can. You'll need them to open the locked chests you encounter in your travels.

Chickens and Brew — Eat and drink to keep your belly full and your Life Force up.



The Wizard's Black Magic

Malkil has assembled a villainous army of vile creatures to scare you off. Some of this world. Others from somewhere much darker, much more evil.

Most of the enemies can be handled with your mighty Brights-word. But many will require special weaponry or magic. You must remember which ones can be defeated by which weapons.

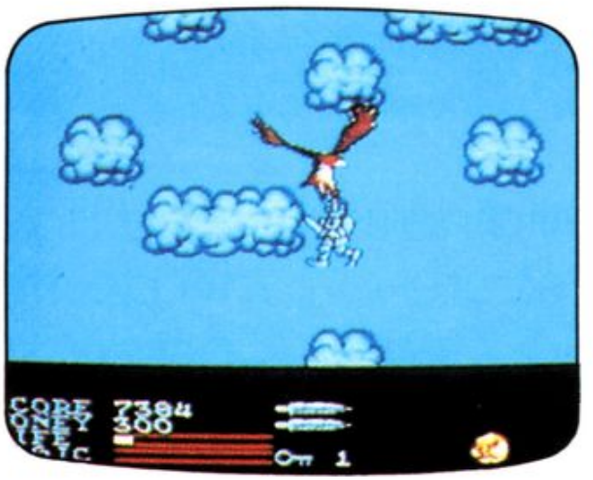
And how many attacks it takes to destroy them. Here is a partial listing of the enemies and hazards you'll encounter and the points you'll earn for catching and defeating them. And yet, there are so many, it would take ages to list them all.

WIND LEVEL

Slimy Spitter
43 pts.

Cloud Man
200 pts.

Eagle
112 pts.



Giant Hailstone
100 pts.

Cave Demon
245 pts.

Tornadoes
30 pts.

Deadly Skull & Crossbones
It's invincible

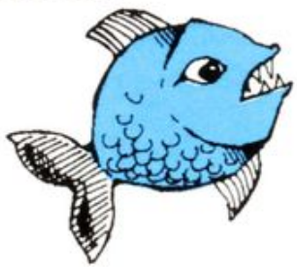
Tree Snake
23 pts.

Wave
56 pts.

Baby Frog
8 pts.

Zombies
30 pts.

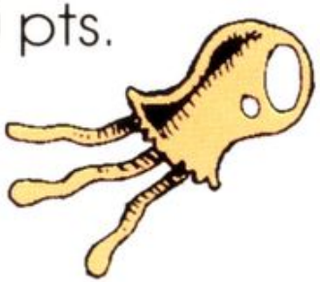
Flying Piranha
56 pts.



Steam Cloud
It's invincible

Snapping Skulls
546 pts.

Jellyfish
200 pts.

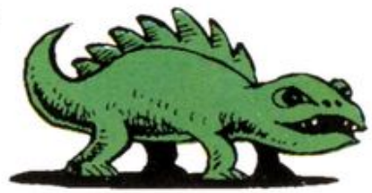


Iceberg
56 pts.

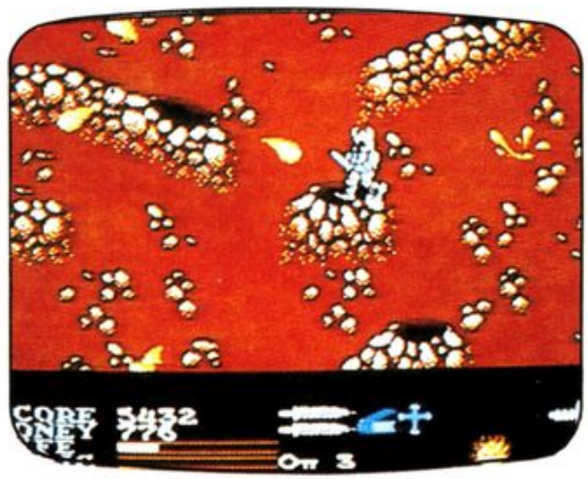
FIRE LEVEL

Volcano Mouth
It's invincible

Salamander
400 pts.



Lava Spitting Crater
It's invincible



Salamander's Bullet
400 pts.

Flame Spitting Walls
87 pts.

Toothy Creeper
23 pts.

Floor Flames
They're invincible

Earth Demon
546 pts.

Stalagtite
400 pts.

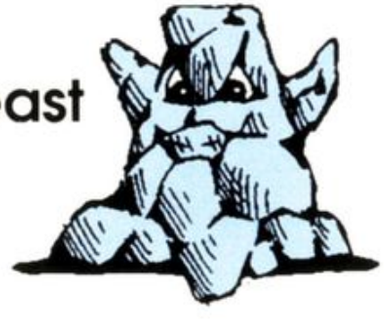
Scary Ghost
245 pts.

Earth Demon's Spells
400 pts.

Rock of Ages:
Large or Small
56 pts.

Vampire Bat
30 pts.

Rock Pillar Beast
546 pts.



Skull Spider
1000 pts.

Flaming Craters
They're invincible

Water Elemental
20,500 pts.

Fire Elemental
20,500 pts.

Snowman

246 pts.

Earth Elemental

20,500 pts.

Snowball
8 pts.

Wind Elemental
20,500 pts.

The Life Force of Kuros

You begin the game with a full amount of life — as indicated by your Life Force Level (See ***The Playing Screen***, page 6). But your Life Force decreases every time you're hit by an enemy or by an enemy's magic object. Also, falling great distances decreases your Life Force, as does fighting.

TO INCREASE YOUR LIFE FORCE — Look for — and pick up — chickens and brew, which are scattered throughout the land.

TO OBTAIN AN EXTRA LIFE — Look for — and touch — the miniature Kuros.

MINIATURE KUROS

Words to the Wise

- Remember to leave no corner unexplored, no stone unturned and nothing behind. You're going to need all the weapons, magic and special items you can get your hands on.

- When fighting the Elementals, pay attention to the blue lines next to the Elemental's picture in the lower right-hand corner of the screen.

This tells you the number of successful hits it will take to conquer that force. With each successful hit, a line will disappear.

- Keep an eye on your MAGIC POWER LEVEL. If you don't have enough magic, you won't be able to defeat an Elemental.

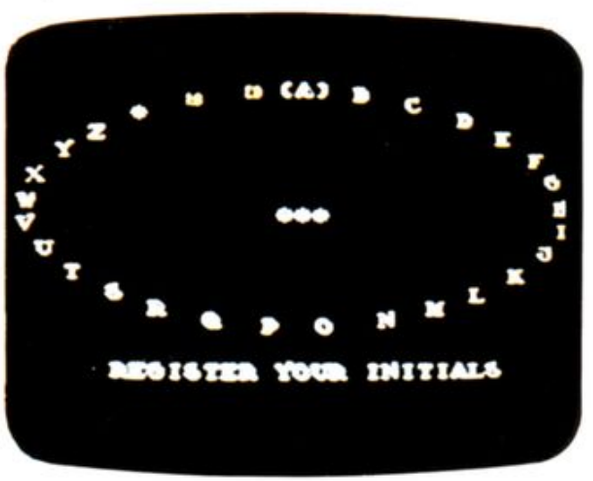
- Collect as many gems and coins as you can. Because a full purse is always an advantage. You can never have too much money. Or, for that matter, too many keys or too much magic.

- Remember to have an ample supply of money when you reach the Earth level. You'll need it to buy extra lives.

The IronSword™ Hall of Fame

If you prove successful in battling Malkil and his evil minions, you'll earn a place in the IronSword Hall of Fame.

If you're one of the Valiant, the wheel of letters will appear on the screen. To inscribe your initials, press the LEFT/RIGHT CONTROL PAD ARROWS to move the highlighter around the letters. When you reach the desired letter press the A button to select it. Continue this way until you've selected all your letters. If you make a mistake or want to change your letters, move the highlighter to the word RUB and press the A button. When you have selected all your letters, move the box to the word END and press the A button.



A spell has been cast which makes your name and score disappear once you turn off your game. But fear not, Kuros, you'll have a new chance of entering your name each time you return to battle.

The Ultimate Challenge

This mission, brave Kuros, is beyond anything you have yet undertaken.

The forces of the Elementals are the very forces of Nature herself. Steadfast. All-powerful. Pervasive.

But you know how to survive. And you learn fast. You'll quickly discover which magic to use against which forces. And it is then that you must rely on your might, wisdom and strength.

With each piece of the shattered IronSword you collect, you're a step closer to defeating the wicked Malkil. And if you make it as far as the top of IceFire Mountain, sheer pride will help you battle it out to the end.

As always, the fate of an innocent land lies in your hands. And you are their only hope...

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufactorer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the Receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402 Stock No. 004-000-00345-4.

(516) 624-9300

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